



CLASS & LEVEL
PLAYER
RACE
BACKGROUND
ALIGNEMENT
EXPERIENCE

CHARACTER NAME

PROFICIENCY BONUS

INITIATIVE

PASSIVE WISDOM

INSPIRATION

SENSES

MAXIMUM HIT POINTS

AC

SPEED

TEMPORARY HIT POINTS

CURRENT HIT POINTS

DIE LVL USED

HIT DICE

EXHAUSTION

CONDITIONS

SUCCESSSES

FAILURES

DEATH SAVES

RESOURCES

NAME	TYPE	MAX	USED	REGAIN

LIMITED FEATURES & ACTIONS

ATTACK NAME	RANGE	ABILITY
TO HIT	DAMAGE	TYPE
ATTACK NAME	RANGE	ABILITY
TO HIT	DAMAGE	TYPE
ATTACK NAME	RANGE	ABILITY
TO HIT	DAMAGE	TYPE
ATTACK NAME	RANGE	ABILITY
TO HIT	DAMAGE	TYPE

ATTACKS

SPELL NAME	RANGE	CAST TIME
DURATION	DESC.	
SPELL NAME	RANGE	CAST TIME
DURATION	DESC.	

SPELLS

SPELL SAVE DC

ABILITY

SPELL ATTACK

1st

2nd

3rd

4th

5th

SPELL SLOTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

STR

DEX

CON

INT

WIS

CHA

RESISTANCES

SAVING THROWS

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

SKILLS

WEAPONS

TOOLS & OTHERS

ARMOR

PROFICIENCIES

LANGUAGES

RACIAL TRAITS

LVL

LVL

LVL

LVL

LVL

LVL

LVL

LVL

LVL

LVL